

GAMEBOY ADVANCE

AGB-BAPE-USA

Disney's  
**AMERICAN DRAGON**  
**JAKE LONG**  
**RISE OF THE HUNTSCLAN**



**OFFICIAL**

Yo, like it  
ALREADY  
says official - DUH!

**OFFICIAL TACTICAL  
INSTRUCTION BOOKLET**

<< HUNTSCLAN VOLUME >>





**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.



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Rev-D (L)



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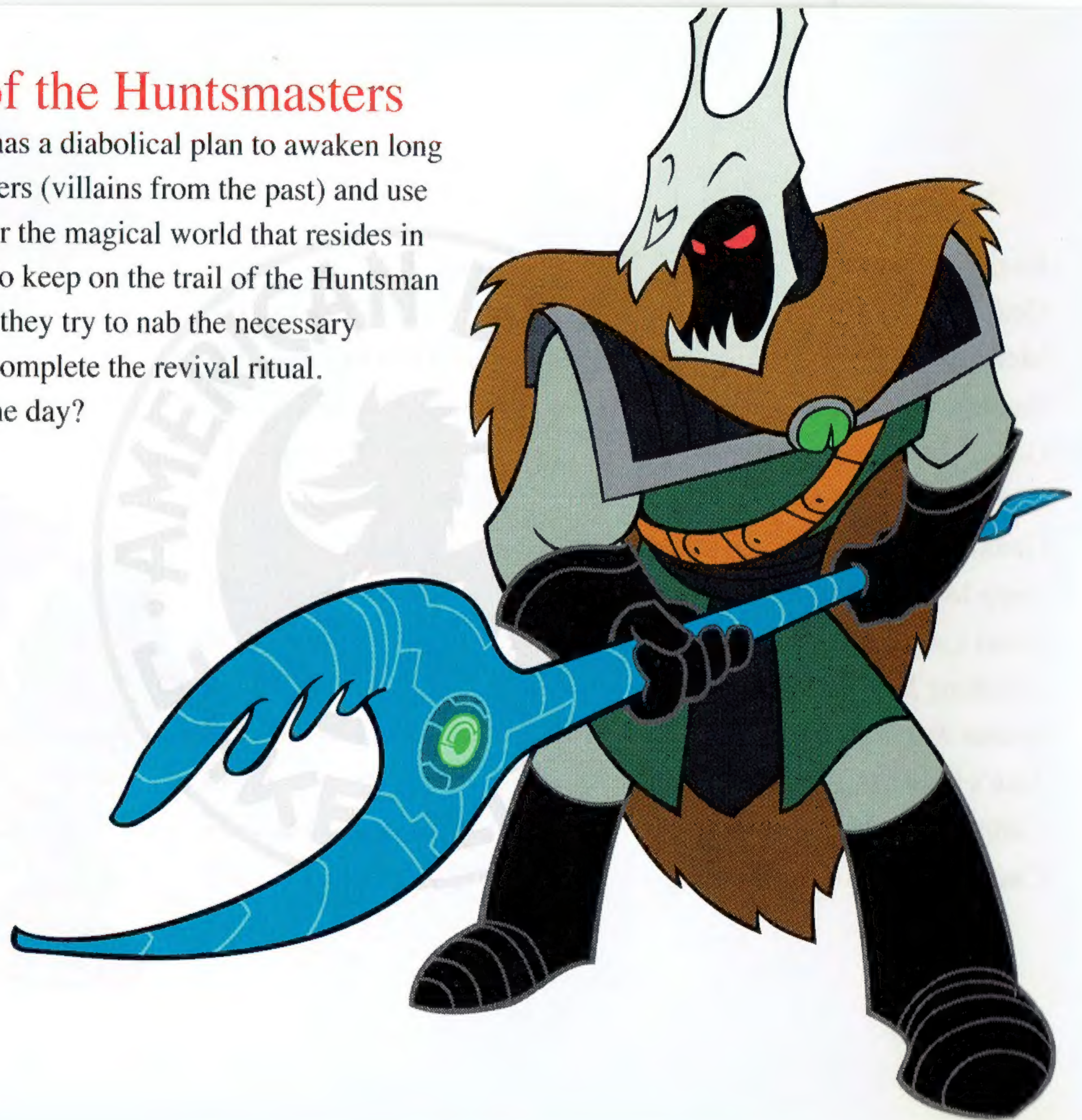


## Revival of the Huntsmasters

The Huntsman has a diabolical plan to awaken long dead Huntsmasters (villains from the past) and use them to rule over the magical world that resides in NYC. Jake has to keep on the trail of the Huntsman and his allies as they try to nab the necessary components to complete the revival ritual. Can Jake save the day?



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# Getting Started

1. Make sure POWER switch is **OFF**.
2. Insert *Disney's American Dragon: Jake Long - Rise of the Huntsclan* Game Pak in the Game Boy® Advance slot.
3. Turn the POWER switch **ON**.

NOTE: *Disney's American Dragon: Jake Long - Rise of the Huntsclan* Game Pak is designed for the Game Boy®Advance system.

## *Title Screen*

Select your preferred language and press **START** to proceed to the Main Menu.



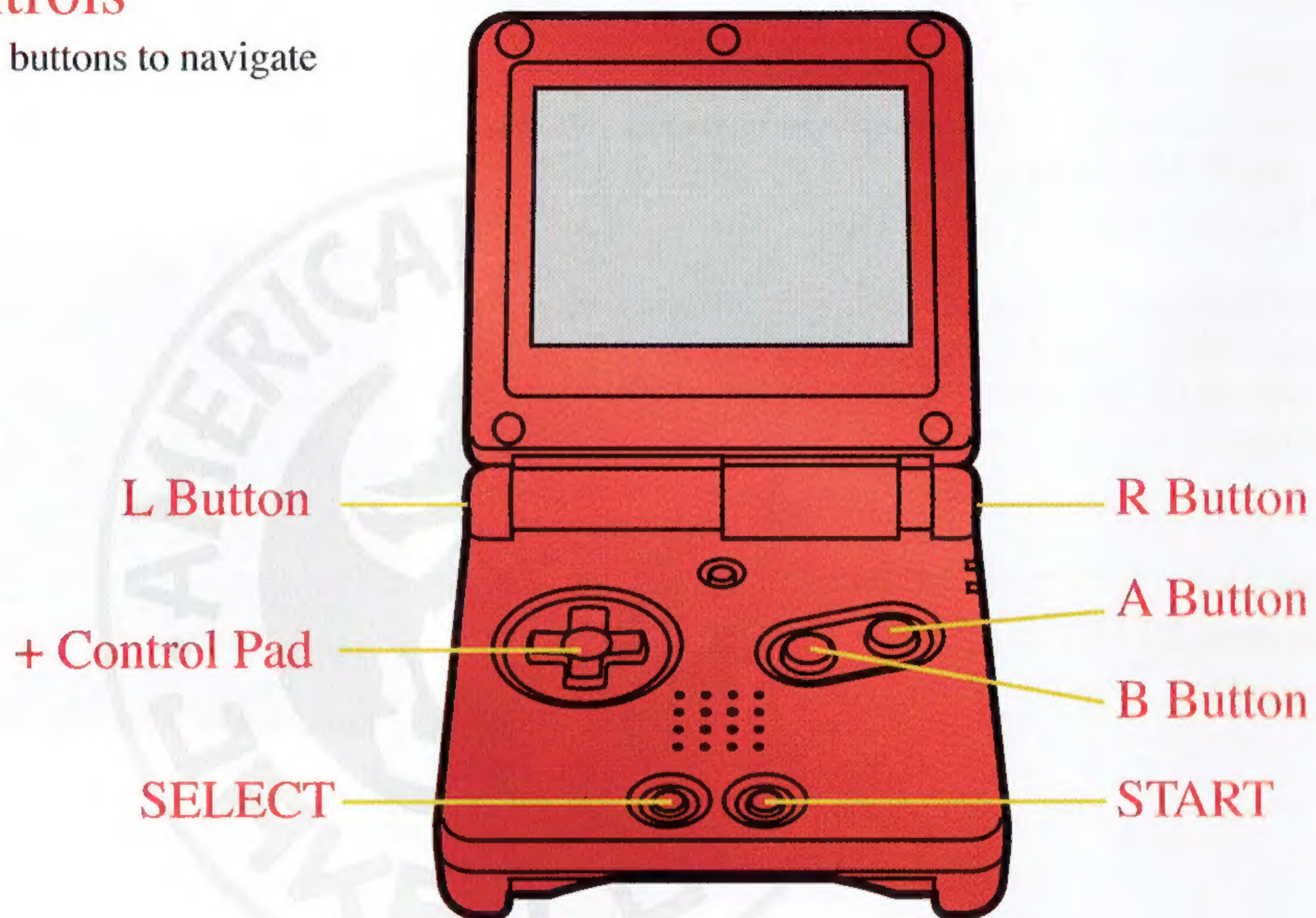




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## Menu Controls

Use the following buttons to navigate the menu screen:



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**+Control Pad Up and Down**

Highlight menu options.

---

**A Button**

Select.

---



When you start up, you can choose to start a new game or resume a saved game. Each time you save a game, it's saved to a *file*. You can save up to three different files.

To start a new game, choose a file that says NEW GAME.

To restart a saved game, use the **+Control Pad** to choose a saved game. You'll see the world and level which you've completed next to the file.

### *Copy*

The Copy command lets you copy a file to another slot. After selecting the Copy File command, you'll be asked which game you want to make a copy of. Use the **+Control Pad** to choose a game, and press **A Button** to copy your game. Your game will be saved to the next open slot. If you change your mind, press **B Button** to cancel.

### *Clear*

The Clear command deletes a saved game. Be careful! Once you delete a game, it can't be recovered!

### *Saving the Game*

The game auto-saves after completing each important milestone.





# Pausing or Saving Your Game

## *Pausing the Game*

To pause the game, press **START**.

To resume the game, press **START**.

## *Game Over*

If Jake is defeated and has no lives in reserve, the game is over. On the bottom screen, you can choose what Jake should do:

1. **Continue** resumes the game from the last saved location, with a fresh set of reserve lives. Jake keeps his attribute enhancements, and Jump Ins are kept until you quit.
2. **Quit** returns to the main title screen.



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# Game Controls: Playing as Jake

When playing as Jake, you can punch, kick, or jump. You can also use his skateboard for special moves and attacks:

|   |   |
|---|---|
| <b>+Control Pad</b>                       | Left and right make Jake move left or right.  |
| <b>A Button</b>                           | <b>Jump.</b> The longer the jump, the higher he goes.   |
| <b>B Button</b>                           | <b>Punch.</b> String together attacks to see combos that include roundhouse punches & kicks and spinning back kicks.              |
| <b>+Control Pad Down and B Button</b>     | <b>Kick.</b> Some enemies can be kicked onto their back, then punched away as projectiles.  |
| <b>+Control Pad Up</b>                    | Look up.  |
| <b>+Control Pad Down</b>                  | <b>Duck.</b> Look down if lower areas are available.  |
| <b>R Button (hold)</b>                    | <b>Flip kick</b> onto skateboard. Releasing <b>R Button</b> kicks the skateboard back into his possession (put away).             |
| <b>R Button and +Control Pad</b>          | Jake can “run” by riding his skateboard. He has no literal running ability, just a high speed skateboard.                         |
| <b>B Button (while skating)</b>           | <b>Skid hit.</b> (attack with the base of the skateboard).  |
| <b>A Button (while skating)</b>           | <b>Jump</b> and grab the board.   |
| <b>B Button (jump grabbing the board)</b> | <b>Spin</b> the board against a foe (grind on them), damaging or knocking down enemies or breakable objects (trash cans, crates). |





**L Button (hold)**

Once meter is full, Dragon up!! Dragon Mode lasts until the meter runs out.

**SELECT**

If Jump Ins are available, select the friend you want help from.

**START**

Pause, with the option to resume or quit

**L + R Buttons (Together)**

If Jump Ins are available, perform a Jump In attack.

## Game Controls: Playing as the American Dragon

**+Control Pad**

Makes the dragon flap to the left or right, or up or down.

**B Button**

**Tail swipe.**

**A Button**

**Claw slash.**

**R Button charge and release**

**Dragon's fire (large blast).**

**L + R Buttons (Together)**

If Jump Ins are available:  
perform a Jump In attack.



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## Game Play

Jake makes his way through the environment using the **+Control Pad** to choose his direction and the buttons to perform actions. No need to control the camera, it's always on Jake!

Jake changes into the American Dragon by collecting focus points, (little blue sparkles that are dropped by his enemies when defeated). He'll only stay in Dragon Mode for a short time.

Every time Jake defeats an enemy, he may drop focus, health, a Jump In or nothing at all. Pick them up to gain their benefit.



Focus

Partially refills Jake's focus meter.

Health

Partially refills Jake's energy meter.

Jump In

Tokens that can be used to get help from a friend.





## Jump Ins: Summoning a Friend

Once in a while, when you defeat an enemy, you'll get a Jump In which lets you summon a friend to help you. Press **L** and **R Button** together to summon them. If you have more than one Jump In, press **SELECT** to choose which friend to summon.

### *Grandpa*

Grandpa leaps in and transforms into Blue Dragon form and calls down a rain of fireballs from the sky.



Grandpa

### *Trixie & Spud*

All of a sudden, it's raining cheeseburgers! Catch as many burgers as you can to refill your health.



Trixie & Spud

### *Fu Dog*

Focus points scatter all over for Jake to collect.



Fu Dog





## Level Up!

Each time Jake completes a level, he will get a chance to improve one of his abilities. He can beef up his firepower, speed or even how long it takes to “Dragon Up” or how long Dragon Mode lasts.

Use the **+Control Pad** to select which power you want to increase, and the **A Button** to lock in your improvement.

*The power slots are:*

|               |   |
|---------------|---|
| Jake Attack   | Increase Jake's punching power                                    |
| Jake Skate    | Increase Jake's skateboard attack power                           |
| Jake Speed    | Increase Jake's speed   |
| Jake Life     | Jake takes less damage from enemies                               |
| Jake Focus    | Reduces the number of focus points required for Jake to transform |
| Dragon Attack | Dragon attack power increases                                     |
| Dragon Speed  | Dragon moves faster   |
| Dragon Charge | Time to charge up for Dragon Mode decreases                       |
| Dragon Fire   | Dragon fire power increases                                       |
| Dragon Drain  | Time in Dragon Mode increases                                     |







Power ups are saved when the game is saved. When Jake's abilities are maxed out, the "Level Up" screen won't appear anymore.

### *Checking Jake's Abilities*

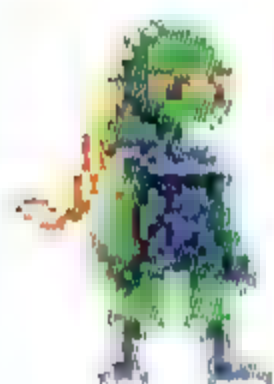
You can check the status of Jake's abilities at the end of each level.





# Bosses & Levels

The bosses & levels (in order) are:



## *Huntsgirl*

She follows Jake through the streets of New York City, then up to the fire escapes and rooftops. She knows how to use her staff in lots of creative ways, so be careful!

## *Giant Spider*

You'll run into the Giant Spider as you go down, down, down, into the sewers and up and down the elevator shafts. The eight-legged arachnoid boss is out for blood! Jake will need to watch out for her sticky web as she makes her way back and forth.



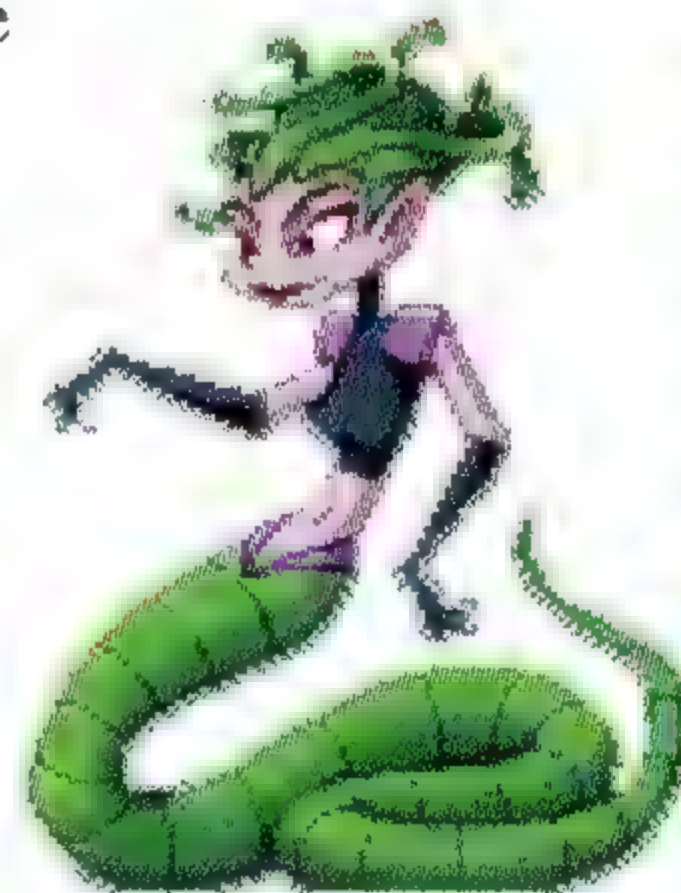
## *Cyclops*

Out onto the bridge, through the traffic, and past a helicopter is where Jake finds the Cyclops boss – a huge one-eyed giant! He'll slam his giant fists down over and over, trying to smash Jake into the ground.



## *Giant Medusa*

Down by the docks and out across the water to the island lair of the medusa. This larger than life beast fires snakes from her hair. Can you figure out how to go after this reptilian wretch?







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### *Huntsgirl: The Return*

A gradual descent into the darkness reveals that Huntsgirl is back. She still knows how to use her staff, but has also picked up a couple new tricks!

### *Huntsclan Clones*

One after another, Huntsmen fall into the chamber, piling up as Jake defeats them. Where are they coming from? What should Jake do?



### *Huntsman*

At the bottom of the descent, in a huge fire pit, Jake finds the Huntsman. He's been the mastermind behind the evil doings all along! With his staff and a little help, the Huntsman will come after Jake. Jake must persevere to defeat him!

**Note:** You can only get to the Huntsman battle if your abilities are maxed out, so you may need to play through twice or more to get to the final battle!



# Jake's Enemies



Troll

## *Trolls*

These thugs keep coming and attacking Jake with clubs, bombs and more!

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Harpie

## *Harpies*

These half bird, half woman enemies fly down from above, firing an array of feathers or turn into a spinning tornado.

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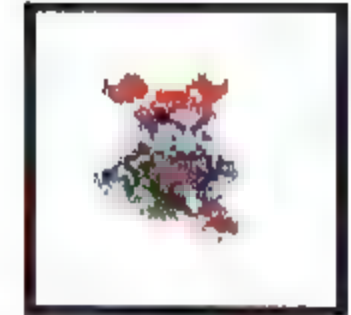


Siren

## *Sirens*

These spiny sea hags are half woman and half sea dragon. They can spit water or roll up and dash across the ground.

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Nymph

## *Nymphs*

Nymphs slide down on a chain, hang in place, then toss a wrench at Jake.

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Eel Man

## *Eel Man*

This ugly purple pest pops up from the water climbs upside down along the ceiling. They try to catch Jake in a bubble he has to wiggle his way out of.

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Slime Man

## *Slime Man*

A blue ooze man who pours out of a sewer pipe. He forms a puddle on the ground and moves around, popping up to take semi-human form and attack.

He is very fast on the ground so watch out!







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Rat Man

### *Rat Man*

A tiny rat that looks just like an old hunch-back man.



Gargoyles

### *Gargoyles*

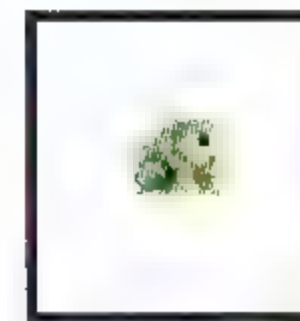
These nasties look like wolves with bat wings. They hunt in packs and can fly if pressed.



Dryad

### *Dryad*

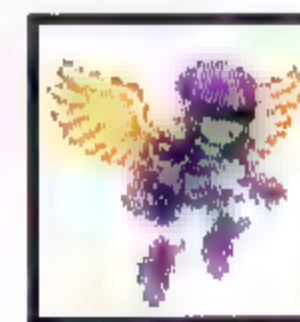
This tree spirit releases tiny apple monsters. She can't move, but more can grow up from the ground.



Cyclops Frog

### *Cyclops Frog*

These pests jump and jump, making themselves quite annoying!



Valkyrie

### *Valkyries*

Valkyries are flying female warriors with angelic wings. They carry tridents, a special kind of three-pronged spear. They like to strike from above, so be careful!



Huntsclan Soldier

### *Huntsclan Soldiers*

The Huntsman's soldiers attack with a wide variety of weapons.



Notes:





## Limited Warranty

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